

Minbari White Star (Standard Model)

SPECS

Class: Medium Ship
In Service: 2260
Point Value: 750
Ramming Factor: 100
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13 (11)
Stb/Port Defense: 14 (12)
Engine Efficiency: 2/1
Power Shortage: -7
Initiative Bonus: +13

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

HANGAR

0 Fighters
2 Flyers

WEAPON DATA

Neutron Laser (Impr.)
Class: Laser
Modes: R, P, S(3)
Damage: 4d10+18
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Molecular Pulsar

Class: Molecular
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire every turn doing 1d3 pulses with no volley count bonus

EM Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis () indicates value with shield active.

FORWARD HITS

1-4: Retro Thrust
5: Impr. Neutron Laser
6-9: Molecular Pulsar
10-11: EM Shield
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Jump Drive
10-11: EM Shield
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-10: Jammer
11-12: Tractor Beam
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship
Gravitic Drive System
Atmospheric Capable
Limited Deployment (33%)
(except in IA service)

ADAPTIVE ARMOR: 3

Weapon Type Available/Assigned

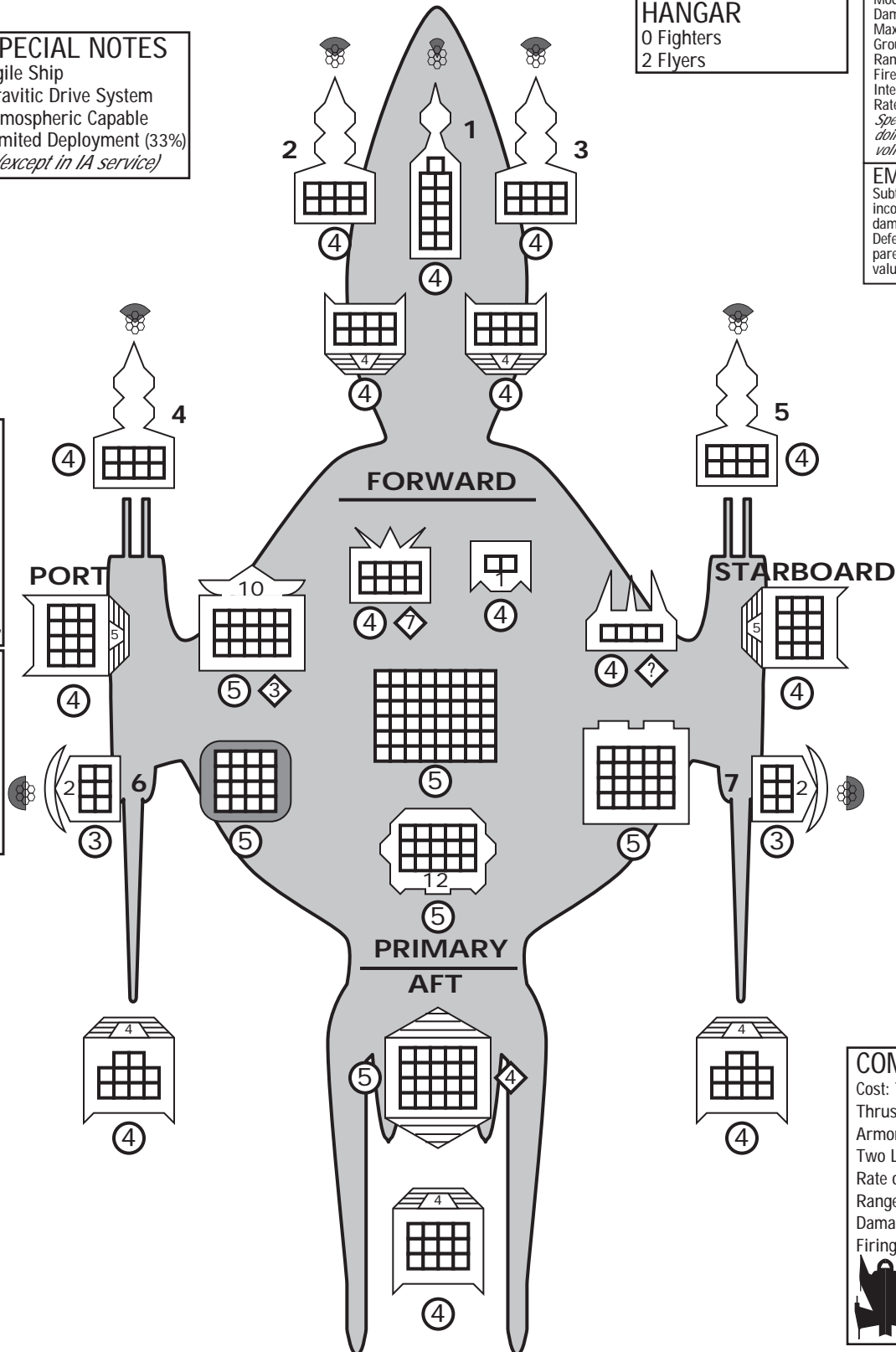
Note: Max 1 point per weapon type

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- EM Shield
- Jammer
- Tractor
- Molecular Pulsar
- Impr. Neutron Laser



COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

